

# Brawler Bash Fantasy FAQ and Errata

Any Questions answered here will be overruled by any GW FAQ's that are released prior to the tournament. Maneuvers from the Worst Play Document are banned. These are listed at the end of this document.

## **Q1. How does Unmodified Leadership work?**

A1. The unmodified leadership of any model is the highest leadership characteristic in that model's unit. So if Gary the Gor (Base Leadership 7) is in a unit with Bill the Beastlord (Base Leadership 9), Gary's unmodified leadership is a 9.

**Q2. How will your judges rule on the simultaneous flaming attack vs regeneration? I know some folks interpret that wounds happen before saves are gone; other people say that if it happens at the same time the regen is not removed. In my army this is pertinent to dragon breath and the dragon's attacks. In other armies, it comes into play with flaming characters striking at the same time as their units.**

A2. We will handle this like GW handles most tricky simultaneous things. The player whose turn it is will decide in what order simultaneous attacks occur.

## **Q3. When removing models from the back rank in CC, do you do so evenly even if doing so removes supporting attackers?**

A3. No. Assume that models will slide in order to maximize attacks instead of sitting idle. Models should be adjusted evenly once the combat ends.

## **Q4. Do we slide in order to maximize frontage when closing to door would have left some models unengaged?**

A4. No.

## **Q5. Do we slide to maximize on overruns?**

A5. No, but note that wheeling can and does occur during overruns to mitigate this issue.

## **Q6. When a model gains the Frenzy rule (e.g. Mark of Khorne or the new Slaanesh spell) do all parts of the model gain the frenzy rule or just the rider(s)? E.g. Chaos Knights of Khorne?**

A6. All parts of the model gain frenzy.

**Q7. How does The Other Trickster's Shard work when attacking units with ward saves?**

A7. When using The Other Trickster's Shard against a unit with Ward Saves, work out the models which the bearer is in base to base contact with (debuffed models). Any models on the bearer's side of the combat that are in base to base with the debuffed models who cause wounds to the unit with Ward Saves cause those Ward Saves to be rerolled. Any models on the bearer's side of the combat that are not in base to base with the debuffed models who cause wounds to the unit with Ward Saves do not cause those Ward Saves to be rerolled.

Example: Bob the Orc Warlord and his Boyz are in combat with some Bloodletters. Bob has the OTS. Mark the Bloodletters that Bob is in contact with (debuffed Bloodletters). The wounds caused by Bob and his Boyz who are in base to base with the debuffed Bloodletters cause wounds whose Ward Saves must be rerolled. The wounds caused by the Boyz not in base to base with the debuffed Bloodletters are taken as normal.

**Q8. Card 1 has the following special rule: Special Rules: One core unit or solo character may make a Vanguard move. All normal Vanguard rules apply. (Units already capable of a Vanguard move receive no added bonus). So when I vanguard my one core unit, can that unit have any character(s) deployed inside it when it makes that vanguard?**

A8. Yes.

**Q9. In the scenarios with table quarters, what happens when a unit is partially in two or more quarters? Can I have a situation where my main unit with general and bsb is straddling say three quarters with my general in one quarter, the bsb in another and the rest of the unit in a third (since they all carry fortitude independently?)**

A9. A single unit, even containing characters, can only control one quarter. Characters would have to leave the unit and be solo in order to claim quarters on their own.

**Q10. I can charge a character out of a unit. If I do so, does he use the unit's front arc, or his own?**

A10. He uses his own front arc.

**Q11. Can multiple characters charge out of a unit?**

A11. Yes. More than one character can charge out of a unit, as they stop being a part of the unit when they charge.

**Q12. What interpretation of the Reign of Chaos chart in the Warhammer Armies: Daemons book will Brawler Bash be using? Just the marked units or ALL enemy units?**

Q12. ALL enemy units.

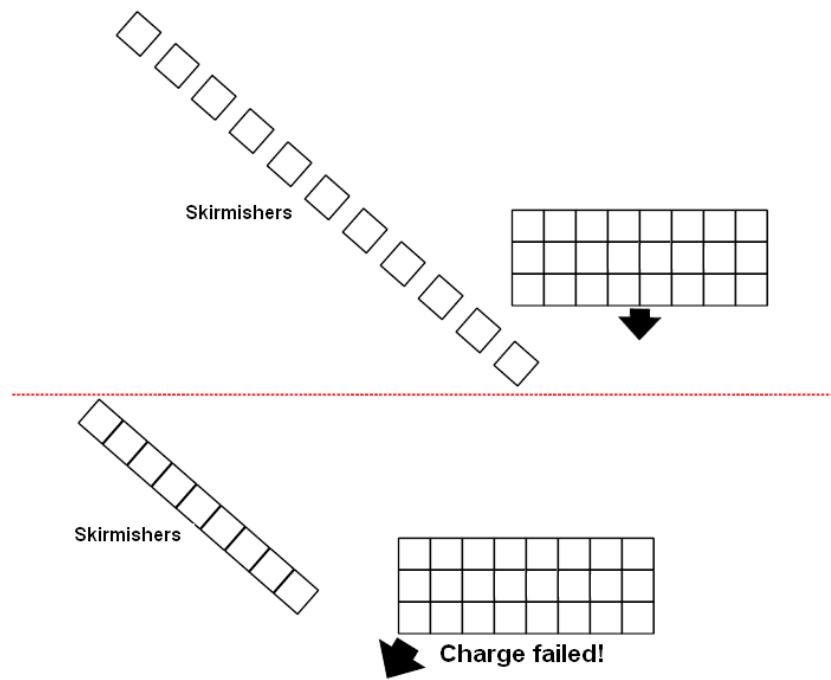
# WORST PLAY Version 1.1

The 8th edition Warhammer Fantasy Battle rules make it possible to create situations where a unit performs unbelievable feats on the battlefield, such as inexplicably freezing enemy units in their tracks with no possibility of retaliation or moving great distances across the battlefield in the blink of an eye without a large movement attribute or special rules. At Brawler Bash we deem these not as maneuvers that require great intellect or skill to use, but as loopholes in the way rules are written and which should not be allowed. Some of the most common situations are described in this pdf. Players are not allowed to use these, and if your opponent seems to be trying to take advantage of the rules in these ways, summon the judges. If the situations create themselves accidentally, such as units accidentally overrunning to positions such as these (this should be highly unlikely), try to agree with your opponent how to slightly shift/pivot units or otherwise fix units. If you can't agree, call a judge.

## 1. The skirmisher contraction

Skirmishers are in a long line right in front of an enemy unit. The enemy can't move normally, so declares a charge, but fails due to skirmishers contracting so far away that it can no longer catch them with the max. 90 degrees wheel allowed.

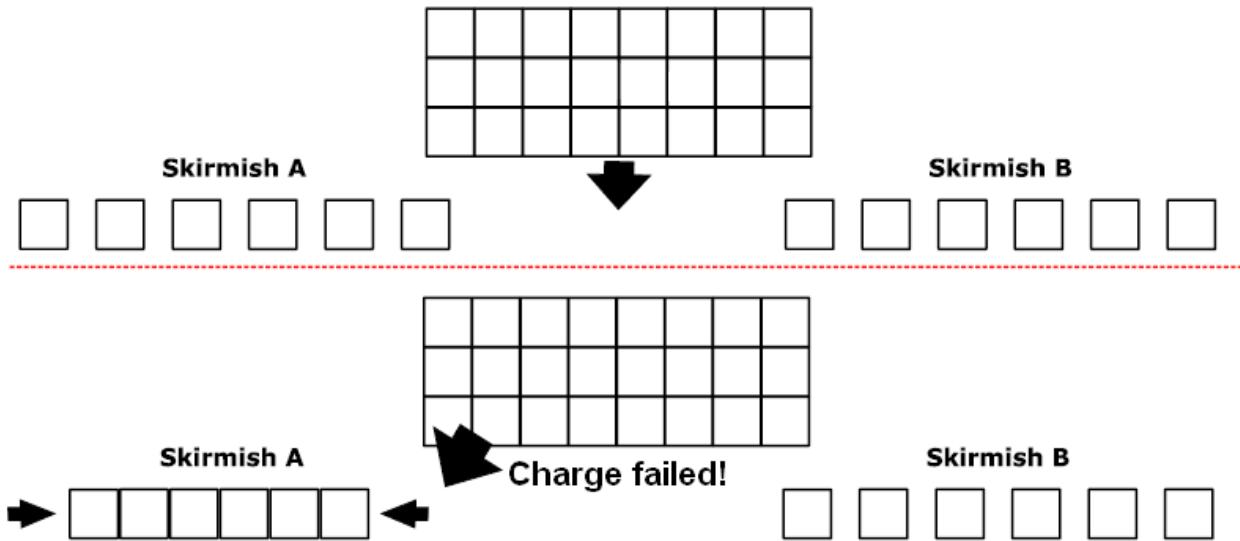
**Suggested solution:** Have the skirmishers contract differently. For example, around the middle model in the line



## 2. Two skirmisher units contracting

Similar to 1, in this situation a unit can't move normally, but can declare a charge against either skirmish A or B unit, but will fail its charge in both situations because after the contraction the other unit is now in the way.

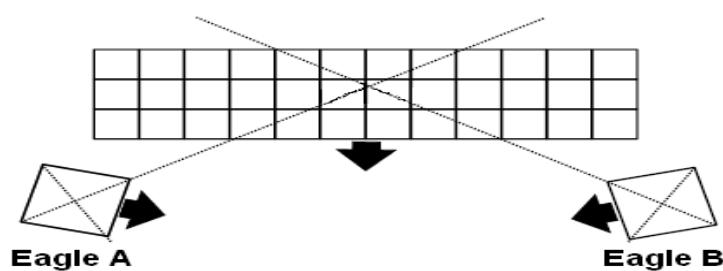
**Suggested solution:** Have the unit charged contract against a different model, such as the rightmost model in Skirmish A or leftmost in Skirmish B.



## 3. No charge to the correct zone

In this situation two great eagles or similar units have moved in front of a wide unit. The blocked unit can't move normally. It can't declare a charge, because it can't reach the correct frontage of either of Eagle A or B.

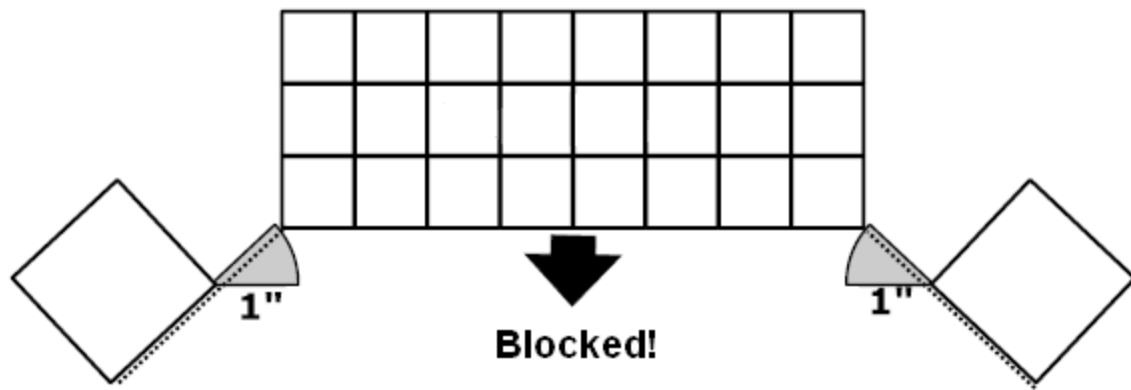
**Suggested solution:** Pivot the closer eagle so that the unit can charge it.



#### 4. Completely blocked by invisible models

In this situation the unit can't see the units to its sides and can't move, because the 1" zone from the enemies gets in the way.

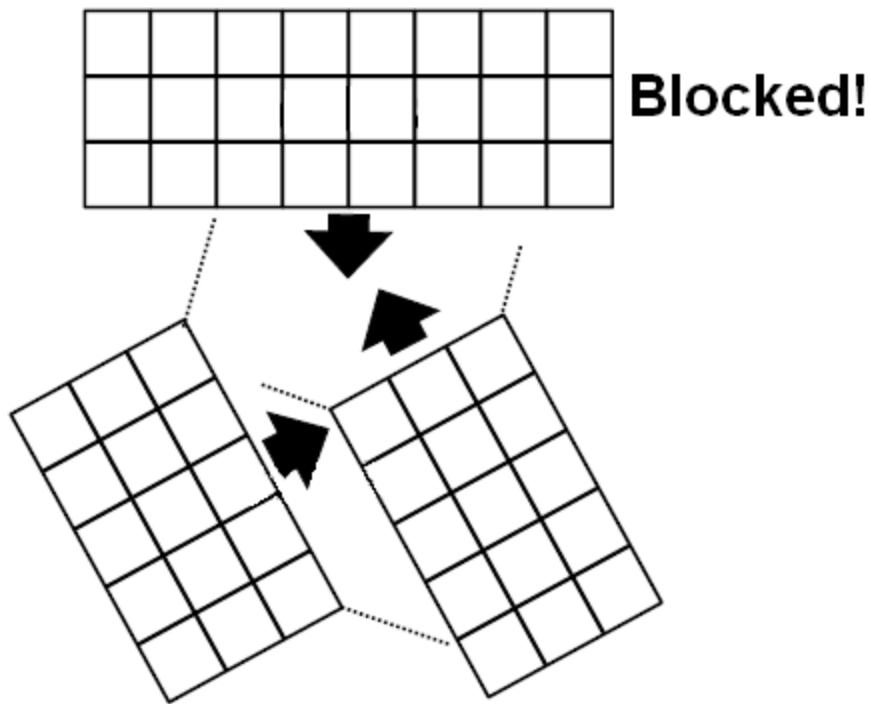
**Suggested solution:** Push the blocking units back slightly to allow the blocked unit to move forward.



## 5. Completely blocked by visible models

In this situation a unit can't move normally or charge, because a charge against either of the blocking enemy units is impossible due to the door closing failing. The blockers can't close the door against the charger, because they're both blocking each other too. There are many variations to this trick. The important thing to remember is that units should be allowed to stand in the way of enemy charges to a certain degree, as long as the would-be charger is not completely blocked from doing anything but reforming on spot.

**Suggested solution:** It's hard to come up with a good solution, apart from fudging. A fudge should affect as little as possible the position of units, overrun/pursuit paths, line of sights, and so on. Call a judge if you can't agree on the fudge. Don't place your units like this on purpose!



## 6. The fanatic slingshot

Regardless of whether units that move in a single file contain fanatics, they can move great distances over the battlefield in an unrealistic, unintended manner with simple wheels. No model in a unit consisting of multiple models moving in a single file may ignore the  $2 \times$  movement limit during wheels. In addition, very deep units with few files and many ranks can also create very weird situations on the battlefield with drastic wheels. If you feel a unit is moving unnatural amounts well over  $2 \times M$ , call the referees and have them evaluate the situation. Keep in mind that wheeling is supposed to be a way for the unit to change direction, not the primary method of closing distances to far away targets!